

1

**Review by CBC Ombudsman a complaint about a
interview on *gamergate*, understood as part of the show
The sphere.**

THE COMPLAINT

A listener, Mr. Tilmant Laurence Rousseau has against an interview on the *Gamergate*, heard in the course of issuing *the sphere* HERE Radio-Canada Première. It believes that this interview with Mr. Carl Therrien, a collaborator of the issue, contained inaccuracies, and that it held its place of disrespectful on her page Facebook. The exchange on the *gamergate* aired in the broadcast of March 7, 2015 1.

Mr. Tilmant Rousseau also considers that the host of *the world*, Dr. Matthieu Dugal, issued a personal opinion on its Facebook page to announce the interview with Mr. Therrien. The Complainant alleges that the host understood "that supporters of *gamergate* are misogynistic and adhering to conspiracy theories. "

The sphere is a weekly program broadcast on Saturday. This show offers each a weekly roundup of news seen through social and digital media. He is there also discusses the impact of these technologies on politics, culture, economic and family.

Here is how Mr. Tilmant Rousseau presents the complaint he sent me:

"Saturday, March 7, 2015 from 13 am to 14 pm, during the broadcast of the *program's sphere* of the first CBC chain, led by Matthieu Dugal, columnist Carl Therrien talks about the saga of *gamergate*, a series of events and journalistic ethics scandals in the videogame media.

Having used the *hashtag* repeatedly on the twitter account @ Mug33k since October 2014 and followed the saga from the beginning, I was dismayed by the lack of rigor and accuracy by the columnist, presented as a specialist of the game video and assistant professor at the University of Montreal."

Following the complaint of Mr. Tilmant-Rousseau, the full text is available in pdf at the end size of this review, but I'll just summarize in broad strokes; a difficult task, I have to admit, since it is 33 pages and contains one hundred references to so Internet links.

But first, for the neophyte can hear something in this review, I allow some explanation.

First, the term refers *broadly* *gamer* people who indulge in the pleasures of gaming, Online or not, whether casual or outright fanatics or addicted.

¹ <http://www.radio-canada.ca/widgets/mediaconsole/medianet/7254729>

Page 2

2

The community of *gamers* is huge, the popularity of video games being incessantly growing as the industry that produces them. This community is divided into itself a constellation of sub-groups that bring *gamers* to the type of games they indulge, but also around issues of concern.

As for the so-called *gamergate* is an informal online movement to claims heterogeneous, which requires among other more transparency and ethics on the part of journalists and specialized media covering the world of video games, these being (I'm simplifying) accused of being boot producers, placing themselves in a conflict of interest, if not downright corrupt.

But *gamergate* is essentially a *hashtag*; this English term, which is now part of *Larousse*, means "spider" (or Octothorpe, rail or sharp, or the symbol "#") When it is affixed to an end on the Internet as a metadata tag to do a keyword. So you could say that the *hashtag* serves as a rallying point, or agora Virtual, in that it identifies the subject of a discussion on the Internet about concerns or interests, especially on Twitter where the use of *ahashtag* started.

The *gamergate* is not a structured organization with a hierarchical management and objectives defined by a charter or manifesto, for example, so it is not possible to determine precisely what defends the movement. It is not possible to know exactly how the movement was born - some believe that this is a country Communication fabricated to counter the image of misogyny *gamers*

2

The *gamergate* movement therefore has its detractors, and they are many. They are found in especially among those who consider that its participants wrap themselves in ethics and virtue to hide their misogyny and sexism, a characteristic of the video game world and its followers that it is difficult to deny (see among others about the article entitled *Sexism in geeks why our community is sick, and how to fix it* By blogger and Mar_Lard video game producer on the feminist blog AC Husson.

Which reinforces this view is that this movement seems to originate in sly, vicious and sexist attacks a producing games, M meZoe Quinn was the object when it launched *Depression Quest*, a game which, as its name suggests, seeks to educate users to the harsh reality of depression.

The attacks have become virulent later when her ex-boyfriend, Eron Gjoni has extensively on the Internet revealed the details of her tumultuous love life with her, giving even the names of five men she had slept during their relationship. This text, always available online, is known as the *Zoe Post*.

² <http://www.lemonde.fr/pixels/article/2014/09/15/derriere-le-gamersgate-un-groupe->

One of the men appointed by the GJoni *Zoe Post*, Nathan Grayson, is a journalist specializing in the video game industry who writes for the weblog *Kotaku*. It was enough that Quinn is accused of distributing its sex for good press; and Grayson conflict of interest, regardless of whether the article in which he barely mentions *Quest Depression* was written before the start of his supposed relationship with Quinn.

And it is from that moment we can say that the *gamergate* movement has taken off, rather the debate on cronyism between journalists covering industry and game producers.

That's the parenthesis.

As for the complaint, it essentially revolves around the fact that the commentator invited to *The sphere* emission, Carl Therrien, appears to reduce the *gamergate* a misogynist movement sexist and who turned to ethical concerns for issues of image.

"The media, writes the complainant, have always been aware of the sensitivity *gamers* facing ethics and this is nothing new. "

And, actually, the subject has done a lot of mileage for several years.

Mr. Tilmant Rousseau also believes that the columnist had committed certain errors of fact on the Content of the revelations of the former boyfriend Quinn:

"It is totally false and inaccurate, he wrote, saying that Zoe Quinn had no visibility positive from Nathan Grayson or *Kotaku*. Moreover, it was clearly established in timeline than ever accuses Eron GJoni Zoe Quinn have exchanged favors Sexual against criticism of positive play.

(...)

One can discuss at length whether Nathan Grayson and Zoe were friends before the start of their intimate relationship, but it is clear that items exist and one of them has been published a few days before the beginning of the relationship.

Even Eron GJoni admits that if there was a conflict of interest between Zoe and Nathan on Cover *Quest Depression* before April, there is no evidence that it was likely sexual. "

The complainant also alleged that Mr. Therrien have described as "vindictive pornography" (*Revenge porn*) revelations Eron GJoni, the ex-boyfriend of Zoe Quinn has made on the Internet. He adds that pictures of naked Zoe Quinn, that it accuses of having GJoni published on the Internet, were not private photos.

He writes about it:

"It was demonstrated that the published photos (...) were those where Zoe Quinn asked as that nude model for erotic websites and not daring photographs taken in private (...) it which is no spiteful of pornography. (This is) a charge is Free, unfounded (...) "

In addition, Mr. Tilmant Rousseau also wants Mr. Therrien for having referred to an article of US magazine *Newsweek*, entitled *Is gamergate About Media Ethics gold Harassing Women?* (*The gamergate: media ethics and harassment against women*), to "prove that *Gamergate* is a misogynist movement and intimidating women. " It states that the method Quantitative used by the authors of the study, which reported the article was described as doubtful by some observers.

And he adds:

"Although *Newsweek* is not part of the CBC, use this article in repeating extrapolations *Newsweek* journalist on Radio-Canada broken rule accuracy. "

Another criticism: the commentator failed to mention several important facts necessary for the proper assessment of *gamergate*.

He writes:

"(...) Many conflicts of interest and appearances of conflicts were discovered by *gamergate* supporters. The *gamergate* going beyond the relationship between Nathan Grayson and Zoe Quinn. No mention in the chronicle.

We try to present *gamergate* as a horde of men against stalkers women, while within the *gamergate*, there is another *hashtag* named *#notyourshield* composed of women and visible minorities. *#NotYourShield* wants demonstrate that *gamergate* is not only a movement "male chauvinist and hetero-normative "(to quote Carl Therrien). No mention in the news."

Finally, in a second part to his complaint sent a few days later, Mr. Tilmant-Rousseau complains some comments Facilitator Matthew Dugal and columnist Carl Therrien about it on Facebook.

The complainant notes that Mr. Therrien has, among others, called a "troll senile" on his Facebook page when he learned he had complained about him to the Ombudsman's Office; and Mr. Dugal's called a "Holocaust denier" in exchange several where the host himself accused of denying the problem of sexism in the gaming universe.

Thereupon, he writes:

"That an employee of CBC (do) this kind of comment, that, I'll take it no. To suggest that my comments on sexism are similar to the movement anti-Semite who denies the Holocaust, in my opinion, its just an offense to the standards and journalistic practices (...)

(...)

At a minimum, I consider it a felony to a duty of confidentiality employee of the CBC. Especially as the case of Mr. Dugal, I have at no time provoked or insulted it. "

The complainant did not like the text posted on Facebook by the moderator to announce chronicle Carl Therrien. It considers that this promotional text implied that all "Supporters of *gamergate* are misogynistic and adhering to conspiracy theories."

THE RESPONSE OF INFORMATION

M Luc Simard, Director, Diversity and Citizen Relations, replied to the complainant on behalf of the ICI executive CBC First.

Here's the gist of this response:

"You blame a guest to *The sphere*, Carl Therrien, have lacked rigor and of having made inaccurate statements when he commented on the controversy known as the of *gamergate*. You also criticize the leader Matthieu Dugal for posting Facebook, on the eve of the show, a message that you feel provocative for players online. In a second complaint, later, you show offended Mr. Dugal you had dealt with Holocaust denier in a message on Facebook. Specify that the radio program was presented on March 7. Recall also that the original the *gamergate*, there is a video game called *Quest Depression*.

Let us return to the remarks delivered to the antenna and which you consider inaccurate. The host and his guest claim that a journalist embroiled in controversy, Mr. Nathan Grayson, did not criticize or written article on *Depression Quest*. You are supporting the opposite. Our research found online, from the pen of Mr. Grayson, a mere reference to *Depression Quest* in a review of dozens of games. These words are not a criticism: there is no judgment or article. According to *Le Robert*, an item is a "writing forming by itself a separate whole, but making part of a publication. "We believe that Messrs. Dugal and Therrien reported the facts correctly.

Second, you argue that the guest is wrong when he argues that life sentimental designer of the game, M meZoe Quinn, has nothing to do with the controversy. Mr. Therrien perceives a form of misogyny. You see rather an illustration of bad journalistic practices in the gaming industry.

The guest bases his opinion on a study, published in *Newsweek*, which reveals the imbalance "tweets" published under the *gamergate*: in a proportion of 14 against 1, they are directed against the designer of the game (Mr. Minn) rather than against the journalist suspected of ethical laxity (Mr. Grayson). You find that the calculation methodology reported in *Newsweek* is invalid and you cite sources support your claim. But these sources do not appear to us to contradict the bottom of the article and we believe that Mr. Therrien could trust *Newsweek*. In Accordingly, we believe he was right to talk about misogyny.

In the third part of your complaint, you deplore that the guest and host extend this misogynist dimension *gamergate*. You would have preferred that they spend interview to journalistic ethics, which for most of you *Gamergate*. You have also presented a detailed chronology of these faults in your original complaint.

We note that the first part of the interview precisely addresses this issue. Mr. Therrien was in 2007 to illustrate the disproportionate influence of the gaming industry on the news coverage and Mr. Dugal goes to use the word "cronyism" to translate the relationship between industry and journalists.

In the second part of the interview, Mr. Therrien explains how misogyny is came to wrap themselves in the mantle of journalistic ethics. This seems to have you stung. The remarks by the guest and host are however not free: Mr. Dugal recalls, among others, the death threats made against some of the actresses *Gamergate*.

In a radio interview, the host must always select an angle. Mr. Dugal the accurate from the start: it will be the controversial dimension and it will keep this *gamergate* course until the end. It will therefore address both interpretations of the subject, ethics journalistic and misogyny. It will be done quickly, because time is running out: March 7 interview lasted 12 minutes 49 seconds.

It is perhaps this brevity that struck you because we have a statement small part of what you knew. As a connoisseur of the subject, you already had a clear opinion and you would have preferred to see reflected. But *The sphere* is a program that targets the general public and we believe that in its Almost all, it heard about the subject for the first time. We had to paint a picture in broad strokes, without distorting the subject. We believe we have succeeded.

Let us, before closing this section on the antenna, to recall the context dissemination. It was the eve of March 8, International Women's Day. From the outset, Matthieu Dugal was located *gamergate* in the context of feminism and new technologies. The show also dealt with gender discrimination and the role of Women on Wikipedia. Since misogyny is a facet of *gamergate* it would have been the unthinkable ignore the eve of March 8.

Now treat the message published by the animator Matthew Dugal on the Facebook eve of the show. You believe that supporters of *gamergate* are presented as misogynistic and proponents of the conspiracy theory. We recognize that this message is fiery, but we must understand the objective: it is to arouse curiosity the listener to get him to listen to the show the next day. This text consists of short sentences and shock-formulas in the order of the teaser (advertising) rather than reporting.

However, we share your unease about the other message written on Facebook Mr. Dugal. He writes you play on the "Holocaust denial". The word choice was unfortunate as the facilitator of course not believe that you deny the existence of Nazi gas chambers. Should have read "intransigent" and Mr. Dugal apologized for his word choice. "

REVIEW 4

Mr. Tilmant-Rousseau was not convinced by the explanations of Mr. Simard. In a long reply that I also attach in pdf format for viewing at the end of this review, he asked to review his complaint.

He also complained that it took too long direction before answering, exceeding more days 20 working days that the Office of the Ombudsman gives it to meet complainants. I can say straight away that I will not hold that complaint, Mr. Tilmant-Rousseau with me sent until April 24 modifications and additions to his complaint that management had to take account in drafting his response.

First I have to admit that this complaint led me into a world I do not know, or so little, that of video game players, its industry, its press, its culture special, lively discussions - an understatement! - And often outrageous that characterize its discussion groups.

The complaint of Mr. Tilmant Rousseau forced me to read many texts to form an opinion, just my opinion, of what *gamergate*. And, of course, not just those he has given me by reference. I add that I have also learned of two revisions ⁵ has made my colleague Esther Enkin CBC on the same subject, and that they have confirmed me in my analysis.

In light of the many readings, I must conclude that the first is *gamergate* both one thing and its opposite: yes, a community movement of consumers videogames loving ethics who question the links and cronyism, corruption and collusion between journalists and the media who follow the sector and industry; but also do deference to the complainant, because it is easily verifiable, an open window on one aspect

⁴<http://www.ombudsman.cbc.radio-canada.ca/fr/a-propos/mandat-de-l-ombudsman/>
⁵<http://www.ombudsman.cbc.radio-canada.ca/en/complaint-reviews/2014/playing-fair-the-challenges-of-talking-about-gamergate/> / ET <http://www.ombudsman.cbc.radio-canada.ca/en/complaint-reviews/2015/playing-fair-take-two-the-challenges-of-talking-about-gamergate/>

very dark in the *gaming community*, is misogyny, sexism, bullying and harassment.

In the context of the debates often irrational, through the points of view of the facts that found in the press who treated the *gamergate*, the *Zoe Post* and everything that clings it is difficult not to see in what Mr. Tilmant Rousseau describes as inaccuracies in About Carl Therrien, other than opinions based on interpretations legitimate, even if they are questionable.

Moreover, these interpretations are often found in the other pen journalists Observers *gamergate* phenomenon. This is the case, for example, for *Newsweek* cited by Mr. Therrien and which the complainant gives no credibility.

Regarding the terms "spiteful pornography" used by the commentator qualify the text and photos that the ex-boyfriend of Zoe Quinn published on the Internet, doing noted that Mr. Therrien used in a sentence all conditional. Here is exactly what he said:

"We are very far from the truth in this story, maybe a woman and has manipulated repeatedly deceived a man, perhaps a man is very manipulative and made a ticket (...) which is similar to the vindictive pornography. We do not know, we are very far the truth (...)"

That someone **may** have written a ticket that "**akin** to pornography vindictive, "it's not the same thing as to say that it is actually delivered to the spiteful pornography. The fact of publishing the details of the sex life of an ex-girlfriend on Internet, and pictures of her naked, whether they were not taken in private, is not anything particularly glorious. Personally, I would be quite willing to say the thing 'akin to the rancorous pornography "and borders on harassment.

That said, as long, supported and documented what the complaint of Mr. Tilmant-Rousseau, I not elaborate further on the aspect of it that discusses about in the waves expert commentator Carl Therrien. Why? Because the *Journalistic Standards and Practices* (JSP) CBC allow people who are not employees of the Company and who are invited to participate in its information content, to freely express their opinions.

In fact, it is even precisely why we invited: to express opinions.

For the NPJ require CBC, in its information content in news, news or public affairs shows his audience a diversity of opinions, a range of points of view.

Here are two excerpts from NPJ where this requirement is defined and explained:

" *Mission and Values - Balance* ⁶

We contribute to debates on issues affecting **the** Canadian public **presenting a diversity of opinions**. Our information contained in all our media offer **a wide range of topics and viewpoints**.

When we discuss controversial topics, we ensure that the points of differing views are reflected with respect. We consider their relevance the debate and the magnitude of the current they represent.

We also make sure to present those views within reasonable. "

" *Opinion - Expression of opinions* ⁷

Our programs and our multiple platforms **promote the expression or prospects of particular viewpoints**. This type of content enriches public debate on subjects time and increased understanding.

When we broadcast programs, program segments or content Digital presenting an opinion or a single point of view, **we strive to offer a diversity of perspectives on the subject across the network** or platform concerned, and in a timely manner.

When we choose to present a particular point of view:

- It must be clearly identified.
- It should not distort other viewpoints.

Under the principle of impartiality which is part of our values, the members of Personal Information may express their personal opinions on controversial topics, and this on all of our platforms. "

And this is the standard that specifically targets guests and commentators are not part of CBC staff:

" *Opinion - Guests and commentators* ⁸

CBC provides in its broadcasts a variety of comments and opinions on important topics.

Balance is achieved over time, through the presentation of perspectives and points multiple views that reflect a diversity of opinions.

⁶<http://www.cbc.radio-canada.ca/fr/rendre-des-comptes-aux-canadiens/lois-et-policy/planning/journalistic/>

⁷<http://www.cbc.radio-canada.ca/fr/rendre-des-comptes-aux-canadiens/lois-et-policy/planning/journalistic/Opinion/>

⁸<http://www.cbc.radio-canada.ca/fr/rendre-des-comptes-aux-canadiens/lois-et-policy/planning/journalistic/Opinion/>

So that the public can fully understand the perspective of a guest or commentator, it is important to mention its links of association or affiliation, or again, his special interests. "

On this last point, Mr. Tilmant Rousseau argues that the issue should have presented *Sphere* Carl Therrien as "opposing the movement *gamergate*". In his opinion analysis Mr. Therrien reflected bias on the subject, and this bias, from his point of view, is a "Particular concern" under the last mentioned rule.

I do not agree. Again, outside guests and commentators are used because of their expertise to provide their personal point of view, their opinion on issues News. Mr. Therrien's expertise comes from his studies, his research and it provides teaching at the University of Montreal, including the history and historiography of gaming. As far as I know, Mr. Therrien does not militate against *gamers* or *Gamergate* and has no activities that are likely to place him in a conflict of interest or otherwise to confer about it a partisan that the public would need to know to properly appreciate his opinions.

The extracts cited NPJ of claim, to balance the views and opinions heard on a topical issue, giving voice to the "divergent views" considering "their relevance to the debate and the magnitude of the current they represent. "It should also These other views are available within a reasonable time, and I added on either ICI CBC platforms.

Given the nature of the subject, I do not doubt for a second that the *gamergate* and issues it raises will be in the news for some time. I have no doubt either that CBC return to the issue over time and that other opinions than Mr. Therrien, divergent, different or complementary, and will be available to listeners ICI CBC readers.

To conclude this aspect of the complaint, I will quote an excerpt from one of the two revisions that my colleague from CBC ombudsman, ~~M~~^{me} Esther Enkin, was produced there are some months at the request of a listener who complained of essentially the same as Mr. Tilmant-Rousseau.

Here is what M ~~me~~^{me} Enkin⁹ (Note: my translation):

"For months, members of the gaming community are waging a war words, is accusing journalists covering the sector to produce reports biased and complacent, either denouncing widespread harassment against women working in the game industry.

⁹<http://www.ombudsman.cbc.radio-canada.ca/en/complaint-reviews/2014/playing-fair-the-challenges-of-talking-about-gamergate/>

On the web, this debate took the form of a true saga now known as the *gamergate* of (...).

You are frustrated that the *hashtag* in *#GamerGate* came to be associated with the misogyny and intimidation. The fact is that it is. To say or talk about is not inaccurate and is not either of collusion with the gaming industry. It would be equally unreasonable for CBCNews.ca broadcast a report on the *gamergate* in defining there only and only as a consumer movement, or protest against corruption within this industry. "

The other aspect of the complaint of Mr. Tilmant-Rousseau is the use of Facebook by Carl Therrien and host of *The sphere*, Mr. Matthieu Dugal. More particularly, the complainant reproached them for their lack of respect and the words they used to describe it in his discussions with them on their respective Facebook page.

Mr. Therrien, for example, described the complainant, without naming him, as "senile troll" on his page Facebook learning that a listener had complained to the CBC ombudsman the interview he gave to *The sphere*. It is true that the complainant had not retained before treating the commentator of "puppet" and "charlatan" in exchanges on Twitter.

Still, Mr. Therrien is not an employee of Radio-Canada, he is entitled to their opinion and of the broadcast where it wants, as the show's makers *The sphere* are free to not invite commentator if they believe that what he said publicly cross the line. In short, in this regard we can not criticize Mr. Therrien of violating NPJ CBC.

Mr. Dugal had, meanwhile, an exchange that I would call "muscular" with the complainant on her Facebook page.

Here is what Mr. Dugal complained of by Mr Tilmant-Rousseau:

"Can you tell me what it takes you to your masculinity to admit that there are systemic problems of sexism in quite all areas of society, especially in the world of techno? What it takes you, *man*? If you like that tell you that it is not, well, continue to live in your parallel world, but stop stop coming here playing denier. Ciborium, arrives at XXI e."

The tone of the exchange, the apostrophe served to the complainant, the use of an expletive and, above all, the fact Mr. Tilmant qualify Rousseau of "Holocaust denier," a loaded term referring to those who deny the existence of the Holocaust, are problematic.

First, because they contravene the equity value of NPJ, which requires dealing with people "with openness and respect."

Then also because they infringe the following standard:

" *Opinion - Journalists and News CBC News*

10

We are guided by the principle of impartiality.

We offer our public perspectives, facts and analysis it needs to understand an issue or matter of public interest.

Journalists from Radio-Canada **do not express their personal opinions**. It aims to protect the impartiality of the public broadcaster and allow journalists to explore a subject openly and without bias.

We respect these standards, no matter where we play, **be it on**

CBC platforms or other external media

Radio-Canada. "

Finally, they also violate the standards in the use of social media. Here's what said the first of these NPJ:

" *Use of Social Media*

- *Principles*¹¹

Social media such as Twitter, Facebook and Flickr can be a powerful tool important for journalistic work, both for gathering information for their broadcast.

Whatever the platform used for the dissemination of information, we remain true to our standards. **We are not broadcast on social networks information that we do not diffuserions on air or on our website.**

When we use social media as a tool to gather information, we apply the same standards as other sources of information.

We adhere to the same principles and values in our personal use social media. "

Finally, as if all that was not already clear, another rule comes to the dot on the "i"; NPJ note that this also refers to several other institutional policies, too shaken by the intervention of Mr. Dugal:

" *Conflicts of interest - Personal use of social media*

12

In our private activities in social media, **we are aware of our professional association with CBC and we respect institutional policies on the use of social media, and**

¹⁰<http://www.cbc.radio-canada.ca/fr/rendre-des-comptes-aux-canadiens/lois-et-policy/planning/journalistic/Opinion/>

¹¹<http://www.cbc.radio-canada.ca/fr/rendre-des-comptes-aux-canadiens/lois-et-policy/planning/journalistic/Production-Digital/>

¹²<http://www.cbc.radio-canada.ca/fr/rendre-des-comptes-aux-canadiens/lois-et-policy/planning/journalism/conflict/>

those relating to conflicts of interest. We honor our duty professional reserve and we do nothing that could harm the reputation of Radio-Canada.

The expression of personal opinions on controversial subjects or order policy can undermine the credibility of CBC journalism and erode trust our audience .

The CBC policy overlaps with several others. **So we must take**

Also the following texts:

A. Policy 2.2.3: [Interest and Ethics Conflicts](#) ¹³

B. Policy 2.2.21 : [Code of conduct](#) ¹⁴

C. Policy 2.5.1: [Safety of information technology \(IT\) and use by employees of IT goods](#) ¹⁵

D. Policy 2.9.2 : [Protection of Personal Information and Privacy](#) ^{16"}

In short, it will be understood that the remarks that Mr. Dugal held in his exchange with Facebook Mr. Tilmant Rousseau were inappropriate. Mr. Dugal, with whom I discussed for the purposes of this revision, the also readily acknowledges. He apologized via Luc Simard in the response of the latter to the complainant. I would add that the fact again when I have spoken and that are now public apology because this version is published it on my website.

The complainant also criticized Mr. Dugal teaser that he had placed on his Facebook page to promote the upcoming interview of Mr. Therrien in the emission of 7 March 2015.

He wrote:

"Théorieducomplotistes (and often misogynistic short while, call a cat cat): *start your engines* . Tomorrow at *The sphere* , a topic that unfortunately never ends most do not end: the *#gamergate* for Dummies. It is not pretty pretty. Carl Therrien, assistant professor in the art history department and Film Studies the University of Montreal (and specialist gaming world), we will attempt to make it digestible. "

Mr. Tilmant Rousseau saw the expression of opinion since, his eyes likened Mr. Dugal all supporters or contributors *gamergate* to conspiracy theories of the ins and to

¹³<http://www.cbc.radio-canada.ca/fr/rendre-des-comptes-aux-canadiens/lois-et-polices / management / human resources, / 2-2-3 />

¹⁴<http://www.cbc.radio-canada.ca/fr/rendre-des-comptes-aux-canadiens/lois-et-polices / management / human resources, / 2-2-21 />

¹⁵<http://www.cbc.radio-canada.ca/fr/rendre-des-comptes-aux-canadiens/lois-et-polices / management / technologies-from-information / 2-5-1 />

¹⁶<http://www.cbc.radio-canada.ca/fr/rendre-des-comptes-aux-canadiens/lois-et-politiques/gestion/secretariat-general / 2-9-2 />

misogynist. That is, first, to ignore the ironic character in my opinion and the promotional text. On the other hand, semantically, the phrase is sufficiently vague so that we do not have necessarily the same understanding as the complainant.

I will end this review by reminding managers of the relevant emissions and information content of the importance of regularly educate their staff to NPJ, they must respect in the exercise of their duties, but also to institutional policies and the Code of Conduct of Radio-Canada that apply to all employees, including their privacy.

In particular, the rules concerning the use of social networks - because it is relatively new in the media world - should be recalled and discussed constantly to ensure that staff understand the meaning and scope.

It is not by chance that these norms and rules are so many and they are found especially in NPJ in institutional policies. Social media tools powerful and complex that put content producers and instant relationship standing with the public. In fact, with *each member* of the public. This is a major asset in information, but it is also a danger that should not be minimized.

We should also remember that the younger generation of journalists, quite familiar to Facebook and other Twitter, are not always aware of the risks as there use in their professional life in the same way that they use in their private lives.

Social media has changed drastically reports that producers information have with the public by allowing an individual discussion with each listener. And I mean "exchange" within the meaning of talk, discussion, dialogue. This is therefore an individual relationship that is created between the interlocutors across networks social. And like all individual relationships, they create a proximity that can quickly confine to familiarity and become antagonistic.

This kind of reports do not happen by itself for information producers. Many people who are lured by the content, tone, outspoken or of irreverence comments they receive, sometimes to discuss "vigorously" and judgments on the views of their interlocutors.

In the field of social media, still relatively virgin and moving, journalists and their Similar absolutely must learn to keep their distance, only way to protect their impartiality and credibility.

CONCLUSION

An interview on the *gamergate* and guest commentator on the subject, Mr. Carl Therrien, do not violated the *Journalistic Standards and Practices* of CBC, March 7, 2015, as part the issuance *Sphere* HERE Radio-Canada Première.

However, l'animateur of the show, Mr. Matthieu Dugal, did not respect the articles and NPJ institutional policies that guide fairness, the expression of opinions and use of social media.

Pierre Tourangeau
Ombudsman for French Services
CBC / Radio-Canada
On May 7, 2015

Quebec, March 25, 2014

A / S: Ombudsman for French Services - Pierre Tourangeau
CBC

Subject: A chronicle of the show Sphere contains about inaccurate regarding gamergate controversy going against the principle accuracy, integrity and fairness of the processing of information on Radio-Canada (La Sphere, First Channel, March 9, 2015, between 13:00 and 14:00, to 1:22 p.m.)

Saturday, March 9, 2015 from 13:00 to 14:00, during the broadcast of the program The Sphere on first CBC chain, led by Matthieu Dugal, columnist Carl Therrien talks about the saga of gamergate, a series of events and scandals journalistic ethics in the videogame media.

Having used the hashtag repeatedly on the twitter account @ Mug33k since October 2014 and followed the saga from the beginning, I was dismayed by the lack of rigor and accuracy on the part of the chronicler, presented as a video game specialist and assistant professor at the University of Montreal.

For easier reading, page footnotes are reserved for quotations and sources will be highlighted in blue ave the URL. An internet connection is required for browse the source. In the event that a source become inaccessible during processing the complaint, archived links will be sent on request.

Before citing the impugned remarks, a chronology of events documented is needed to demonstrate the lack of accuracy on the part of the chronicler. The list is very long but necessary.

Contents

[The chronology GamerGate.....3](#)

| | |
|--|--------------------|
| Before gamergate | 3 |
| TheGamerGate..... | 4 |
| The gamergate and Feminist Frequency | 6 |
| Gamers died | 8 |
| GameJournopro | 9 |
| Quinn V. Gjoni..... | 10 |
| The events of USU | 17 |
| The consequence GamerGate..... | 18 |
| Complaint: the words reprochés..... | 19 |
| Openingd'esprit..... | 19 |
| The Gerstmann case and the importance of ethics | 20 |
| The sexual life of Quinn's accusations Gjoni and articles supposedly nonexistent | 23 |
| Pornographyrancièrè..... | 26 |
| Harassment against Women: mention of gamergate | 27 |
| The Newsweek article: a dubious quantitative method | 27 |
| Significant omission from the host and columnist | 30 |
| The complaint process | 31 |
| Conclusion..... | 33 |
| Principled'exactitude..... | 33 |
| Principled'intégrité..... | 33 |
| Principled'équité..... | 33 |
| Diversity of Opinions..... | 33 |
| Équilibre..... | 33 |

The chronology of gamergate

Before gamergate

February 14, 2013. [Zoe Quinn, an independent developer of video games](#) published for free his game Depression Quest online, word game written style "chosen your adventure" which, as its name suggests, deals with depression.

March 10, 2013: Zoe Quinn Depression submits its Quest project to Steam Greenlight, a Valve company program to probe the enthusiasm and interest of his players PC Steam platform for the publication of independent sets in its online store. [The campaign is a failure and Zoe Quinn complained that he had received death threats and rape.](#)

December 4, 2013: Zoe Quinn, [resubmits](#) its Quest project Depression Steam Greenlight.

December 12, 2013: On Twitter, Zoe Quinn complains of a second harassment campaign named "Raid", orchestrated by Wizardchan users, a discussion forum for low-funds of the internet. Zoe Quinn claims to have received a phone where. at the other end. a interlocutor says masturbating while listening. [The incident is taken up by the press and online recounts the event relying heavily on Zoe Quinn tweets.](#) DQ receives fire Steam green a few days later.

January 2, 2014, [Two anonymous users on the imgur website screenshot in support accuses Zoe Quinn to have exaggerated the harassment campaign](#) highlighting the fact that the number of Phone Zoe Quinn was not found on WizardChan (if he was unveiled) and that about "Degrading" boil down to a few vulgar but childish insults in a single subject of forum.

January 8, 2014: [Nathan Grayson established a list, on behalf of Rock, Paper Shotgun, the 50 games that received the green light from the Steam Community](#). Depression Quest is the first game mentioned despite the alphabetical order of the list. The photo accompanying the article is a screenshot of the game DQ and the words "Powerful Twine darling" to describe the game. The article is entitled *Admission Quest: Valve greenlights 50 More Games*.

Weekend of March 27, 2014: A game development competition [GAME_JAM](#), must take place in Los Angeles and be broadcast on Youtube. After several disputes between participants and manufacturers, dissemination project is canceled but the competition takes place. Among Attendees will Zoe Quinn account.

31 March 2014 - [Nathan Grayson publishes on Kotaku history GAME_JAM based mainly on the testimony of Zoe Quinn, Robin Arnott and Adriel Wallick](#). An article similar is published on [Eurogamer](#) and [IndieStatik](#). The article is titled *The Indie Game Reality TV Show That Went To Hell*.

August 12, 2014 - Quest Depression officially released on Steam. [Zoe Quinn grants interview with Venture Beat](#) as it declares its intention of keeping DQ for free on Steam raise awareness of depression following the suicide of Robin Williams, announced yesterday (Williams a documented history of chronic depression).

The gamergate

August 16, 2014: [Disgusted by an acrimonious separation and light capital of sympathy that the press offers Zoe Quinn](#), the programmer and former friend of Zoe heart, Eron Gjoni, written on several forums history with Zoe. Following the flash erasure of his subjects, Eron publishes long text 10000 words with the help of WordPress, detailing his rocky relationship with Quinn. Zoe Quinn is described as a pathological liar and unfaithful manipulative missing attention. The site is called [the Zoe Post](#).

Eron Gjoni says the five men with whom Zoe deceived him Nathan Grayson, freelance journalist in Kotaku, is among them. No photo, no video and no details of the sex life of Zoe Quinn is published allegations except infidelities. **Eron Never Gjoni says, implies or implicitly accuses Nathan Grayson for writing a critique of Quest game Depression.**

August 17, 2014: The user produces a Youtube MundaneMatt [comment audio-video](#) making reported the existence of Zoe Post. The video focuses on cronyism with Zoe Quinn people in the industry (not just Nathan Grayson) and insists that we should not focus the infidelities but cronyism. The same day, [Zoe Quinn submits a claim to Youtube for copyright infringement](#) to broadcast a single image of her in the video game DQ of MundaneMatte. Recall that the game is available. The video is removed by Youtube. **Never MundaneMatt says, implies or implicitly accuses Nathan Grayson having written a critique Game Quest Depression in his video.**

August 18, 2014: User Youtube Internet Aristocrat produces [audio-video comment](#) entitled the Quinnspracy, citing the existence of Zoe Post. Despite the vitriolic tone and Aristocrat accuser Internet, **it never says, implies or implicitly accuses Nathan Grayson for writing a critique of Quest Game Depression in his video.**

Mudane Matt republishes its video Zoe Quinn without the disputed image.

The original video and Internet Mundane Matt Aristocrat have nearly 900,000 views combined on Youtube (Note: Internet Aristocrat original movies are out mainenant line includes the link in the complaint is a compilation).

August 19, 2014: Following the publication of Zoe Post, Twitter users are and publish on Reddit, 4chan and the NeoGAF [tweets](#) and [facebook publications](#) Quinn (now deleted), of Grayson and journalist Jared Rosen corroborating the Zoe Post screenshots where Quinn admitted in a conversation facebook have started an intimate relationship with Grayson in Las

Vegas early April (April 2, 2014 is the date of arrival admitted in Vegas). [The subjects are highly moderate or erased on discussion forums](#). The [tweets](#) are always online Grayson as of today.

After the explosion of the case on social networks. Nathan Grayson ned on [Twitter](#) for making Review of Quest Game Depression. In the conversation the same tweet, **Nathan Grayson**

admits @ bonhomme36 Eron Gjoni Zoe Quinn never accused of having exchanged sex for a positive review of his playing. At the same time, Grayson says that when writing his article on Rock Paper Shotgun, he knew barely Quinn at that time. **Nathan Grayson never quotes from the exchange allegations sexual favors for a positive review of the game.**

August 19, 2014: Zoe Quinn, residing at the time in the city of Boston (MA), says his blog was hacked and that his personal details were cast on his blog by [4chan users](#). Some users of Tumblr and 4chan have questioned this version facts because the blog was not [vandalized](#) by hackers, the cellular phone Zoe Quinn corresponds to a line in Hawaii and his father the job number corresponded to a motorcycle maintenance company in New York closed at the time. Being given the public nature of the complaint and the serious allegations of "doxxing", the source "doxxing" will be provided on request.

August 20, 2014

Stephen Totilo, editor of Kotaku, is an update on Twitter and [the website](#) where he admits that Zoe Quinn and Nathan Grayson had an intimate relationship in early April. Stephen Totilo argues that during the drafting of the article, Grayson and Quinn had a relationship strictly professional. Totilo reiterates that Nathan Grayson never did a review for Depression Quest ¹. As Grayson. **Totilo never quotes the source of allegations exchange sex for a positive review of the game.**

NOTE: October 22, 2014: [Nathan Grayson](#) denies having had close to Zoe Quinn in 2012 and 2013 but recognizes that [appeared in the credits of DQ](#), under the heading Special thanks is due to the fact that it received a prototype for a DQ session Remote playtest.

¹Stephen Totilo: " On March 31, Nathan Kotaku published the only item he's written Involving Zoe Quinn. It was about Game Jam has failed reality show That Zoe and developers --other Were upset about it being white. At the time, Nathan and Zoe Were professional acquaintances. He quoted blog posts written by Zoe and others Involved in the show. Shortly After That, in early April, and Zoe Nathan Began a romantic relationship. He Has not written about her since. Nathan never reviewed Zoe Quinn's game Depression Quest, let alone gave it a favorable review. "

End août: several allegations of conflicts of interest, the appearance of conflict of interest or cronyism are unveiled on YouTube, Twitter, 4chan, Reddit and NeoGAF:

- Patricia Hernandez Kotaku, was the author of [several articles about a game developed by his former roommate](#), All confirmed by Stephen Totilo on [29 October](#) 2014 in TotalBiscuit an interview. TotalBiscuit is youtuber having previously denounced lacked coverage and Internet video MundaneMatt Aristocrat.

- [Ben Kuchera](#) Polygon is also accused of having supported the Patreon account Zoe Quinn without informing its readership.
- [Danielle Riendeau](#) Polygon is accused of having friendships with designers gone home, a controversial play by its lack of gameplay, which Riendeau to the score of 10/10. The friendships are confirmed in Podcasting [Idle Thumbs](#) of August 8, 2013 by the creators of gone home and Riendeau, a week before the award of the perfect critic.
- Stephen Totilo [admits](#) having the danger of the formation of a clique underestimated in Independent game and its influence on journalists covering the environment. ²
- Chris Grant, editor of Polygon [confirms](#) that future journalists Polygon will have to report monthly socio-financing accounts (Patreon) they support monetarily.
- Stephen Totilo [confirms](#) in turn Kotaku that journalists will also have to declare the future socio-financing accounts (Patreon) they support monetarily.
- MundaneMatt [notes](#) that Leigh Alexander is head of agency consultant for the production of video games while serving as director news from Gamasutra. Alexander uses his Twitter account to the staff promoting his agency and are articles written on behalf of Gamasutra.

August 27, 2014: The actor Adam Baldwin (Full Metal Jacket, Firefly, Serenity), launches a [tweet](#) featuring links the Youtube video "Quinnspiracy" Aristocrat Internet accompanied #Gamergate hashtag. The scandal with a name.

The gamergate and Feminist Frequency

August 25, 2014

The publicist / anita sarkeesian presenter and producer of video Youtube Poop Johnathan McIntosh Feminist Frequency of the NPO [publishes a video on women](#) in As part of the scenery in video games. Although this is not the subject of the complaint directly run by and about Carl Therrien and Mathieu Dugal, it is important to establish

²Stephen Totilo: " *The last week has-been, if nothing else, a good warning to all of us about the pitfalls of cliquishness in the indie dev scene and Among the reporters Who cover it.* "

Therefore, the working Feminist Frequency, whose spokesperson is Sarkeesian is controversial in the players 'hardcore'.

In the video, Sarkeesian says that video game developers encourages "always implicitly violence against women " ³A broadcast excerpts to illustrate his point, which comes from the game Hitman Absolution, clearly demonstrates that the player is penalized for killing of civilians, in this case a nude dancer, while the game requires disposal a specific target, which is the vast majority of the time a member of organized crime.As

Informative on 70 targets across the five games in the Hitman series, a little more than a dozen targets were women including about 10 in the only game Absolution published in 2012.

In response to accusations of misogyny and sexism as to questioning that Sarkeesian truly a fan of video games due to [the removal of a packed video](#) [factual errors](#) and [the use of video without permission Let's play on youtube](#) for its series production Tropes VS Women in Video Games , (despite [\\$ 158,000 donation](#) in 2012), Sargon of Akkad user publishes [a video](#). In this video, we hear Sarkeesian itself [declare](#) in [2010 Santa Monica College](#) "not to be a gamer", "" not be a video game fan "and" she had to do a lot of research on the subject 'for produce a remix video for musical theme with [too many dicks on the dance floor](#). The Sarkeesian video shows the presence of male character in video games. Extract original is available here [00: 12: 47](#).

As part of this complaint, the goal is to establish that there are legitimate criticisms to work Feminist Frequency (co-written and produced by McIntosh) and the person anita sarkeesian and not on the mere fact that she is a woman.

August 27, 2014: The account Feminist Frequency (femfreq) publishes a series of [tweets](#) a twitter account, Kevin Dodson (kdobbsz) where threats are expressed in relation to Anita Sarkeesian. Less than 24 hours after the publication of tweets, the account seeks femfreq a [raising money](#)

Chronology of Tweets

August 26, 2014

1. [22: 38](#)
2. [23: 35](#)

August 27, 2014

3. [11: 56](#)
4. [12: 52](#)

³I should note That this kind of misogynistic behavior is not always mandatory; Often it's player-directed, goal it is always implicitly Encouraged.).

Gamers died

August 28, 2014: New site online publications specializing in video games, independent of one another, publishes the same day ten articles with the same editorial line.

- ☐ The identity of Gamer must change or disappear
- ☐ The typical gamer is a sexist whiny man who does not accept that the demographics are changing where more women play video games.

- ☐ Allegations of ethical impediment is only a pretext for a campaign harassment against women.

The authors are:

1. [Leigh Alexander Gamasutra](#)
2. [Devin Wilson Gamasutra](#)
3. [Graham Smith Rock Paper Shotgun](#)
4. [Dan Golding, freelance journalist](#)
5. [Casey Johnston of Ars Technica](#)
6. [Arthur Chu Daily Beast](#)
7. [Joseph Bernstein Buzzfeed](#)
8. [Patrick O'Rourke of the gaming section of the Financial Post](#)
9. [Chris Plante Polygon](#)
10. [Luke Plunkett of Kotaku](#)

This image [archived](#) shows the original cover of each article some of them, for unexplained reasons, have changed.

September 16, 2014: [WikiLeaks provides support to the partisans](#) of gamergate despite accusations of misogyny and sexism. Soon after, [a picture](#) of Julian Assange, founder of wikileaks, with a pole and blood on Poster Dead or Alive (Alive marked X) appears on Twitter.

GameJournoPro

August-September: On Twitter, [Leigh Alexander](#)⁴ and [Feminist Frequency](#)⁵ [tridicule](#) ⁶the Allegations of collusion and cronyism in the gaming press.

17 September 2014: the journalist polemic Milo Yiannopoulos, the conservative political website Breitbart.com London, launches [a bomb](#) about gamergate: An anonymous source flows Yiannopoulos a computer file containing private discussions in list email account Google Group appointed GameJournoPro. In this focus group

created on 31 March 2010. There we learn that:

- The theme of death gamers is in preparation since [at least 2013](#).
- [Kyle Orland](#) Ars Technica [suggests](#) that journalists should enjoy the gamergate controversy to support the work of Zoe Quinn ⁷:
- Two journalists, Ben Kuchera and Polygon [James Fudge](#) of GamePolitics. did

Pressing the editor of The Escapist, Greg Tito, to erase topics

Zoe forum discussing the Post:

Extract [Ben Kuchera](#) the 2014/08/19:

Ask yourself this:

Does That thread serve your community?

Is it making anyone's life better?

Actively Is it hurting someone?

Is that what I want to be the Escapist?

The answers, are no, no, yes, and I hope not. If using the forums to post to hearsay harass and abuse people is not against your current TOS, TOS your changes. Do not sit by and let your community be used to making gaming worse Because of a technicality.

Excerpt from [James Fudge](#) of 2014/08/19:

Just my opinions here (Moderating is a pain in the ass)

Aim look at how this thread starts out - it's hard not to call this harassment.

Goal Is That the bad hand, Because The thread is alive now and Was allowed to flourish, doing anything about it plays into His narrative:

⁴leighalexander: *silly kids. i AM game journalism*

⁵femfreq: *We Did not wanna do this purpose the Feminist Gaming Illuminati Had a meeting & we're Taking your away games up to you can be decent Human Beings*

⁶femfreq: *Also the Feminist Gaming Illuminati is a secret organization That Operates in the shadows. Ace Such operatives-have we not soldiers.*

⁷"Maybe we should get a public letter of carrier going around decrying thesis kinds of personal attacks, Many have signed by sympathetic journalists / developers as we can. Maybe we just use this as should's year an excuse to give more focus to her work ... I know I've been Meaning to review Quest since Depression icts Steam release ".

The following days Yiannopoulos publishes [a list](#) of partial membership ([updated since](#) by William rusher Cinema Blend and another anonymous member of the group) and the [reaction](#) of the [Member](#) .The group is closed some time after publication. Three authors articles "Gamers are dead" on that list either [Leigh Alexander](#) Kyle Orland and Chris Plante. One of the sources was William Yiannopoulos rusher. In an interview with APGNation, rusher justifies his denunciation of this list because he believed that"[Some of its members used this platform to rependre a narrative \(propaganda\) based on lies and inaccurate facts](#) ⁸"

Quinn V. Gjoni

September 16, 2014 to October 5, 2014

On 16 September 2014, Zoe Quinn filled a [complaint](#) and [affidavit](#) to the Boston police with the form [MGL c. 209A, § 1](#) , An injunction intended to prevent abuse physics. The complaint is made against Eron Gjoni. Quinn accused of assaulting Gjoni in July 2014 during their last sexual relationship which by its violence, have left several Gjoni bruising marks on his arm. This is the only mention of physical abuse in the complaint ⁹ Quinn also claims that Eron Gjond indirectly involved in the distribution of its personal information, phone number, e-mails and his words more passes her naked pictures¹⁰

During the hearing of the first injunction [2014/09/16](#) Zoe Quinn [says](#) ¹¹be reluctant to formal complaint to the police to accuse Gjoni criminal.

Zoe Quinn door [again complained \(twice\)](#) , accusing it of violating Gjoni injunction participating in a podcast and also accusing the journalist Milo distribute Yinnapoulos personal information for it, that [belies f ortement](#) put in Yinnapoulos linked the famous podcast always available online (Interview Gjoni start to [39: 00](#)). One also learn that the injunction expires September 16, 2014 September 30, 2014

⁸William rusher: " *Was this the best of course of action? Yes. Some of the members On That list Actively Their carrier platform used to propagate and has wide-sweeping narrative based on media lies and factual inaccuracies.* "

⁹Zoe Quinn: " *He Was aussi violent During our last sexual encounter in July, prior to breaking up, leaving several bruises on my arm "*

¹⁰Zoe Quinn : [...] *the Defendant wrote and published a long post about my sex life [...] and Openly allowed on to doing so to damage my professional reputation as an independent artist. Since then I have received Numerous death and rape threats from an anonymous mob Given That he HAD to details. My personal info like my home address, phone number, emails, passwords, and Those of my family-have-been Widely distributed, Alongside nude pictures of me. [...]*

¹¹Zoe Quinn: *I'm still trying to, uh, decided if I wanna Pursue criminal charge against _him_ SPECIFICALLY.*

On 29 September 2014, during the hearing on the extension of the injunction, counsel for Eron Gjoni, Lev Maitre, [could not cons-examine](#) ¹² Zoe Quinn during his testimony. Maitre Lev [alleges](#) that the harassment campaign against Zoe Quinn predates the publication of Zoe Post and recalled the history of professional relationship surging against the Fine Young Capitalists where similar allegations of death threats, rape and were doxxing litters. In addition, Master Lev says there is no personal information, no phone, no address, even his real name on the blog Post Zoe (Zoe Quinn is a artist name), that Maitre Sullivan, Quinn's lawyer, finally [admit](#) ¹³Sullivan Maitre [presents](#) allegations of harassment Zoe Quinn and information disclosures Personal third party. Search by the court if the disclosures were made on order or suggestion of defending (Gjoni), Mr. Sullivan [admits](#) he has no evidence that the

defending directed the disclosure of personal information, but they were encouraged by his behavior ¹⁴ Lev Master [reiterates](#) that no evidence exists that his customer has participated in the alleged disclosures of personal information of the complainant. Me Lev [contest](#) ¹⁵ The 209A form is used for this injunction. He [suggests](#) ¹⁶ the form MGL c. 258 ¹⁷ Concerning cases of harassment and violence not given [that the only alleged violent act is unproven](#) and that this injunction would prevent him from talking publicly about the case, which is not the case with the Form 258. At the end of preventing intimidation of the complainant, the judge [rejected](#) the request, extended the injunction until 2015/09/29 Lev master and notes the objection for violation of freedom of expression of its Customer guaranteed by the US Constitution.

¹² The Court: There's going to be no cross-examination of the plaintiff

¹³ Mr. Sullivan: It Does not her real name contenir

¹⁴ The Court: They Would Be third-party communications and threats. Is there any allegations That they're beoing done to the behest of the defendant?

Mr. Sullivan: I Would not say at the behest of the defendant. There's no reliable information to I Was determined in my Lengthy pouring over Where the defendant is directing this action.

¹⁵ Master Lev: I suggest to the Court que la paintiff Has Failed to make a showing That this defendant is Likely to commit physical harm, right now.

The Court: Well, That is not the only basis for the Extending of the restraining order - you'd AGREE with me That, Would not You, Attorney Lev.

Master Lev: Well, It's fear of imminent severe, physical harm or physical harm HAVING Caused

The Court: There's Also the controlling or intimidating conduite of the defendant, ThatMS well-been Established by law checkbox.

¹⁶ Lev Master: Well, I would suggest That Perhaps ~~Es~~ ¹⁷ May load more into Those areas.

[3 Octobers 2015](#), [to Reddit](#) The anonoben user makes a rough description the hearing and the documents after attending the hearing and consulted with the Police Complaints Boston. He says the hearing lasted about ten minutes.

The pictures which Quinn **would** reference in her affidavit were taken to the websites erotic Broken Dollz and Deviant Nation when Zoe Quinn was as naked mannequin Know the name of paid Locke (Broken Dollz) and Locke Valentine (Deviant Nation) from 2006 and 2007. On 22 August 2014, the pictures were posted on 4chan by an anonymous user were removed for copyright infringement because the images are still the property of Pornographers and not of Zoe Quinn.

3 and 5 October 2014: Taking wind gamergate and allegations of anonoben, [Mallorie Nasrallah](#) A professional photographer in [two b](#) carnationsfacebook confirms that Zoe was Quinn

a nude model posing for erotic websites. Nasrallah described an experiment Professional acrimonious between Zoe and herself in 2007. Nasrallah confirmed that the modeling Deviant Nation and Broken Dollz under the pseudonym Locke Valentine / Know Locke is indeed Zoe Quinn ¹⁷Nasrallah said that as erotic photographer, she the obligation to [confirm the identity of the models](#) it carefully preserved in its archives whether to provide evidence to the police ¹⁸To prove his point, it publishes logs conversation between her and Locke / Quinn Site Deviant Nation and a photo where it appears alongside Zoe and her roommate at the time. The Broken Dollz site is still operational and Know Locke's photos are still available.

17" When I Realized Locke Was Zoe, I Was disgusted to see She Was still playing the same games. Stealing, cheating, lying and Claiming to be victimized by anyone and everyone. "

18" Oh, if we are worried about the legal system I record my customer's identities. I am not going to start And Such giving out ID here, Would Have no purpose after proving thesis things to the police. "

[...] (The beginning and the end of the ticket is only relevant to the complaint)

[...]

To be clear about the interests and motivations of describing the past Zoe Quinn in this complaint, take account Zoe Quinn [said](#).¹⁹twice, including once in [an interview for the BBC](#).²⁰the gamergate (and the resulting Post Zoe) is "pornography revenge." The "Revenge Porn" or "Non-consensual pornography" or the pornography sharing **private** without the consent of all parties is a Crime in some [American States](#) and [Canada](#). This does not correspond to photos posted on 4chan or the content of Zoe Post.

11 January 2015: The legal documents are sent anonymously to a supporter of Gamergate, the Ralph Retort. The same day, the user [anonoben out of anonymity](#), he Benjamin is Hitov, a friend of Eron. [Hitvov confirms](#) the validity of transmitted documents. In a post titled Never End August, Zoe Quinn [confirms](#) also the validity of document stating that the publication of these is a gesture rather crappy²¹(Even if documents are public).

(Given the public nature of this complaint to the Ombudsman and character erotic / pornographic pictures, archived 4chan source can be provided on request.)

¹⁹Zoe Quinn: *"Quickly it mutated from a jilted ex's revenge-porn"*

²⁰Zoe Quinn: *"Glorified Revenge Porn"*

²¹Zoe Quinn: *"Short get leaked transcripts (pretty shitty thing of someone to do!)"*

[Operation Disrespectful Nod](#)

In September, suspecting collusion between owners, management and drafting the media, the gamergate the community organizes and runs the operation Disrespectful Nod: A massive campaign of complaint among advertisers of video game sites using the articles of "gamer are dead" and various inflammatory tweets in order to withdraw their financial support. Of the [tweets](#) such as Sam Bibble Gawker (Kotaku editor) where affirms that we must bring the intimidation of members of one day creating and gamergate International "smash a nerd." On 3 October 2014, having reviewed articles vitriolic towards gamers, Intel [withdraw its ads Gamasutra](#) and company Gawker loses a significant number of Sponsor, including [Adobe](#), [BMW](#) and [Olympus](#).

Furious to see a giant like Intel tacitly support the gamergate nodding their request a country [protest](#)²² [aggressive](#)²³ is organized in the videogame media and [traditional](#) where you full speed dependent on Intel. While stating that tweets Biddle were ironic about bullying, editor in chief of Gawker Group, Max

Read, [says](#) that Intel is run by " *a bunch of idiots and morons lacking integrity have folded against a band of misogynistic fanatics and fascists what the dishonest Gamergate* " ²⁴

In addition to the media campaign against Intel, several influential members of the community "Geek" speak on the subject:

²²Title: *Intel buckles to anti-feminist campaign by pulling ads from gaming website*

²³Title: *Intel backs misogynistic gaming Taliban*

²⁴Title: *How We Got Rolled by the Fascists of gamergate Dishonest - Quote: So let's say it now: Intel is craven run by idiots. It employees pusillanimous morons. It Lacks integrity. It folded to misogynists and bigots Who OBJECTED to a woman Who HAD done nothing more than write a piece Claiming a place in the world of video games .*

Joss Whedon (The Avengers, Buffy the Vampire), [tweet](#)#Gamergate that is the equivalent of the Ku Klux Klan.

George Reese, programmer influential at Dell, [tweet](#)#Gamergate that is the equivalent of Islamic State (ISIS) (deleted tweet)

Seth Rogen (The Interview, The Green Hornet) [accuses](#) Adam Baldwin to be an idiot for his initial tweet about #GamerGate

CJ Kershner Ubisoft Montreal [says](#) that supporters of gamergate are terrorists

November 13, 2014: Under the pressure of the media world and public figures not hesitating to accuse Intel indirectly support the epitome of the Ku Klux Klan, the Islamic State of fascism and misogyny, Intel resumes its advertising campaign [Gamasutr](#) has .

In January 2015, Intel [announced](#) a \$ 300 million fund to attract women in the world of technology, among partners, we can see the logo of Feminist Frequency.

The events of USU

October 13, 2014: Feminist Frequency [said](#) on Twitter that the new name is gamergate a group that harasses anita sarkeesian for two years, making indirect reference to Internet videos Aristocrat, Sargon of Akkad and MundaneMatte, supporters and gamergate, in the past, very critical of the series Tropes vs Women in Video Games. None of these users were not arrested, charged or convicted for threats or stalking in the case of gamergate or place of Sarkeesian.

October 14, 2014: Tim Vitale of Utah State University, [announced](#) that some members of his staff received a death threat at the point of Anita Sarkeesian and the public to provide a presentation on October 15, 2014. Sarkeesian, the university staff, agencies local and federal police, including the FBI, were informed of the threat.

Later in the day, Sarkeesian [says](#) ²⁵that one of the many death threats sent to USU has an affiliation with the gamergate [and that from that moment](#) ²⁶ Bear the gamergate is implicitly bear the harassment of women.

October 15, 2014: The *standard review* [published](#) the email in question, by directly reference to the slaughter of the Polytechnic and Marc Lépine. [Despite the intentions](#) of clear the author to commit a massacre, no mention of #GamerGate or ethics Journalism is not listed, only some incoherent on radical feminism are there present. The police and the university conclude that there is little chance that the threat being carried the execution and presentation is still scheduled.

Polygon [reports](#) that Tim Vitale believes the letter is not connected to gamergate, although it is not very familiar with the campaign ²⁷ Sarkeesian cancel his lecture by [stating](#) ²⁸ that

²⁵ femfreq: Multiple threats made Stating specific intent to kill me & feminists at USU. For the record About did one threat claim affiliation with #gamergate

²⁶ femfreq: At this point is implicitly #gamergate Supporting Supporting the harassment of women in the gaming industry.

²⁷ In the case of the specific email threat Regarding Sarkeesian and USU, he Vitale Said About did not believe it Was linked to gamergate. HOWEVER, he admits to being white unfamiliar with the campaign.

²⁸ femfreq: To be clear: I did not cancel my talk USU Because of terrorist threats, I Canceled Because I About did not feel the security Measures Were adequate.

University can prevent firearms license holders of arms circulating in a building public. When filing the complaint, USU has not released other threats, **if any** has so femfreq allegations concerning the affiliation of gamergate can not be corroborated by documents writing (dated 2015/03/09).

October 16, 2014: On provocatively, [Johnathan McIntosh](#) Feminist Frequency admits that the perpetrators of threats and harassment against women does not use the #hashtag Gamergate.

Consequence of gamergate

By launching [Operation UV](#), the [users](#) of [Reddit](#) wear [complaint](#) to the [Federal Trade Commission](#) against Gawker and Kotaku about violation of [the transparency policy endorsement of products online](#). The plaintiffs [reproached](#) t to Gawker to receive a share sales of the online store Amazon when a user clicks on an affiliate link. Gawker admits his mistake by publishing a note on his articles praising the best games ²⁹ Ironically, Kotaku has already [written](#) about the [policies](#) of the FTC in 2009.

A [complaint](#) is also [filed](#) the FTC against Danielle Riendeau for its review of *Gone*

Home.

A source [confirmed to Capital New York](#) that Gawker has lost a sum around seven
Disrespectful following figures Nod

[IGN](#), [Destructoid](#), [The Escapist](#), and [Eurogamer](#) have all updated their updated code of ethics for
avoid any form of collusion and conflict of interest.

PC Gamer [admits](#) that one of its journalists had an intimate relationship with
Ubisoft publicist while covering the company in the new section. Of the
fixes were made 30

²⁹Note: While all of These games are available through digital or Service Some other, if you buy Any of
em through the retail links in this post, our Parent company May get a small share of the dirty through
the retailers' affiliates program. "- Kotaku

³⁰*This is what we'll do in terms of disclosure from hereon Tyler will follow no write or assign Any coverage
related to Ubisoft. PC Gamer writers will continue to be Obligated to Disclose Any significant personal
Whose work relationships with people They Might cover, with the expected outcome That They Will No.
along be assigned to When That Particular subject. In Any position in qui Was the writer still required to
how on the subject, full disclosure Will Be Provided in the article. - PC GAMER*

The complaint: the alleged About

Open-mindedness

Mathieu Dugal : *"I will ask, at the other end of the oven, opening force [...] on my
own facebook page, there has been an incredible debate about this [the gamergate] [...] we can
be accused of being a suppo feminism or someone who has no sensitivity to this.*

Here the ticket Mathieu Dugal on his facebook page staff:

"Théorieducomplotistes (and often misogynist for short, call a spade a spade)
start your engines. Tomorrow at The sphere, a topic that unfortunately never ends not
Finally: the #gamergatepour Dummies. It is not pretty pretty. Carl Therrien, assistant professor in the
Department of History of Art and Film Studies from the University of Montreal (and
specialist in the gaming world) we will attempt to make it digestible. "

Radio-Canada to the principle that " *The free flow of ideas and opinions is one of principal safeguards of free institutions* . " Mr. Dugal is entitled to his point of view. However, when Mr. Dugal refers directly to his opinions on his personal, which are easily accessible, on Radio-Canada, I consider that the political standards and practices applicable. However, the facilitator should not distort other views by implying that supporters of gamergate are misogynistic and adhering to conspiracy theories. Beyond his comments on his facebook page, I consider that the host misled the audience by asking an open mind without specifying that started facebook conversation provocatively.

The Gerstmann case and the importance of ethics

Gerstmann The case is pretty well summed up by Carl Therrien. However, certain statements by Carl Therrien are unfounded opinion of a chronology of events:

Carl Therrien: " *In 2007, there was no gamergate, we agree that this is a big mega scandal [The Gerstmann case], yes internet ignites a little, I tear myself my shirt on discussion boards [...]*

[...]

Speaker: *There is less space to express all that, because we have no networks social*

[...]

Carl Therrien: *It begs the question. Twitter comes in 2006, if I'm not mistaken, it is 2007, there was not many people using it. We can give the benefit of doubt.*

At the end of 2007, according to [Semiocast](#), Twitter had about [700,000 subscribers](#) compared to [288 million](#) in 2014. One of the few topics to have survived the forum moderators [Gamespot](#) has nearly 300 pages and 10,000 interventions. Same on [NeoGAF](#) and [Penny Arcade](#) where there are more than 120 pages of discussion. In 2007, to discuss a topic, it happened on the forums or article comments. If Carl Therrien stood on the forums

video game, it can not minimize the impact of this matter by saying that the internet ignites "a little".

Carl Therrien, " 15 March 2012, [...] CNET Gerstmann and say, yes I was expelled because Eidos has threatened to withdraw its advertising revenues. [...] Gamergate does not appear, in Currently, internets do not emflamment. "

A major fact is left behind in the analysis of Carl Therrien:[Eidos Interactive](#) . British company behind the dismissal of Gerstmann, was bought by the company Japanese Square Enix in 2009 and was renamed Square Enix Europe. So, three years after purchase, you can not rebel against a company that became a subsidiary of another company which had no role in the dismissal of Gerstmann.

And journalistic ethics, in 2012, gamers always react as strongly. A months [Article from The Escapist](#) quoted by Carl Therrien, Kotaku [reveals](#) that the magazine Japanese Famitsu gave the score of 40/40 for the game *Metal Gear Solid: Peace Walker* . Gold, magazine is product placement in the game and the Chairman of the publication is openly advertise the game. Following this article, [Kotaku Japan](#) was banned from a promotional event organized by Konami Japan. Both products combine nearly 1600 170,000 views and comments.

In April 2014, before the outbreak of gamergate, to be transparent in his criticism of Daylight game, IGN [said](#) that two of its former employees have worked on the game and Daylight the critic was hired after the start thereof ^{3!}The media have always been aware of the sensitivity gamers face ethics and this is nothing new.

³¹*Editor's Note: Two train IGN employed Worked on Daylight's development. Pour assurer impartial year review, we selected a reviewer Who joined IGN After HAD Both departed.*

Moreover, in 2013, even you Mr. Tourangeau, as Ombudsman of Radio Canada, you have already addressed the issue of ethics in the gaming press [using link](#) a text of Julian Acosta: [techno criticism of ethics: a journalist answers critics](#) ³ 2

³²Julian Acosta: *Critical respected in the gaming industry, Adam Sessler has learned the hard way that do not compromise with ethics, especially the conflicts of interest - or, in this case, if we are to believe his explanation, the appearance of conflict of interest.*

The sexual life of Quinn, accusations of so-Gjoni and Articles saying nonexistent

Carl Therrien: *Erik Kain Forbes says that it all starts with an epic blog entry, very long, what is the element missing from gamergate?*

Mathieu Dugal , *"a story of the heart! "*

Carl Therrien , *"[...] But more than that, a woman who potentially has a sexual life and was not nice. [...] And I will withhold the names*

[...]

Carl Therrien : *"Man [Eron Gjoni] said that he was deceived cavalierly [...] and that this woman was lying, among others, with a reporter in exchange for **positive visibility** [...] [On] a well known site that publicizes video games, [the] new video games and criticism video games, [...] which has been proven to be false, **non-existent** , it has not had **positive visibility** on the site [note: Kotaku] in question, but that is not important truth. "*

Mathieu Dugal , *"But **the article** was never write, when we will see, the supposed **section** it wanted to have with the guys, it **does not exist** . "*

Although Carl Therrien refuses identified Eron Gjoni Nathan Grayson, Zoe Quinn and Kotaku, it is totally false and inaccurate to say that Zoe Quinn had **n**opositive visibility from

Nathan Grayson or Kotaku. Moreover, it was clearly established in the timeline that **ever** Eron Gjoni Zoe Quinn accuses of having sold sex against **acritical game**

positive. Even Nathan Grayson recognizes this fact, but said he did not know very Zoe Quinn well in January with the publication of the article on Rock Paper Shotgun

Or the host and columnist uses the terms "**article**" and "**positive visibility**." They never do not use the word "**critical**". We can discuss at length whether Nathan Grayson and Zoe was the friends before the start of their intimate relationship, but it is clear that items exist and that one of them was published a few days before the start of the relationship.

Even Eron Gjoni [admits](#) that **if there was** conflict of interest between Zoe and Nathan on Cover Quest Depression **before** April there is no evidence that this was such **sexual**

Extract from Zoe Post:

Gjoni admits having committed a mistake by saying that the temporary rupture between him and Zoe was between **March** and June 2014 instead of **May** and June 2014. This error was the cause of strikes the gamergate. Seeing his mistake, Gjoni corrected fairly quickly but it was this blunder too late. However, as established in the chronology, some publications on social networking and youtube as to demonstrate that Zoe and Grayson were met [at the Game Developpers Conference](#) March 22, 2014.

Also, Zoe Post contains no explicit detail, photo or video of sexual life of Zoe

Quinn. Accused Gjoni or "Gamergaters" to blame Zoe Quinn to have a sex life is completely free and unfounded.

Finally, it is true that one can prove whether Zoe Quinn and Nathan Grayson a entrainaiennt intimate relationship or friendship before the publication of the article of March 31, 2014. However, this Article **exist** and the proximity between the beginning of the relationship and the publication of the article raised some legitimate doubts about the cronyism between some members of the milieu "indie" and press. Also, note that Grayson attended a playtest when developing Depression Quest. However, he says that at that time he did not know Quinn:

Pornography spiteful

Carl Therrien : " ***We are very far from the truth in this story there** , perhaps a woman [Zoe Quinn] has repeatedly manipulated and deceived a man, perhaps a man [Eron Gjoni] is very manipulator and made a post [...] which is similar to the **vindictive pornography [revenge Porn]** . **We do not know** , **we are very far from the truth, [...]** and it is **not the question**, the question is not: **What the woman did or do this is the man that men ?**. **Not***

important. "

It is very important to know the truth because Zoe Quinn made an affidavit to the police, so liable to perjury if she's lying or not telling the whole truth. In that affidavit, it implies that Gjoni participated in the distribution of naked pictures of herself and his personal details
 33However, it was shown that photos posted on 4chan 22 August 2014 were those where Zoe Quinn posed as a nude model for erotic websites and not daring shots taken privately (see chronology Quinn V. Gjoni), which is not no spiteful of pornography. Zoe called the Post of "spiteful pornography" Given the allegations in the affidavit Zoe Quinn, is a free charge, unfounded, in addition to fool the audience as to the true nature of the writing of Gjoni or photos posted on 4chan.

33[...] The Defendant wrote and published a long post about my sex life [...] and Openly allowed on to doing so to damage my professional reputation as an independent artist. Since then I have received Numerous death and rape threats from an anonymous mob Given That he HAD to details. My personal info like my home address, phone number, emails, passwords, and Those of my family-have-been Widely distributed, Alongside nude pictures of me,

Harassment against Women: mention of gamergate

Carl Therrien : [...] *"We will start publicly denounced women [Zoe Quinn] and sought him lice everywhere. [...] We [the gamergate] our concern is journalistic ethics, we will try to encapsulate all gamergate movement [...] as a movement journalistic ethics. "*
 [...]

Matthieu Dugal : [...] *"The vloggeuse anita sarkeesian [...] [and] Zoe Quinn [...] [receive] the death threats. "*

Carl Therrien : *"It [The gamergate] will [try] to minimize, [that] is a handful extremists, it dissociates of this intimidation, our workhorse is ethics Journalistic. "*

Supporters of gamergate, not a centralized organization with a membership, are aware of skidding and threats directed toward other Twitter users, with or #gamergate without mention. Therefore, a Twitter user, Margaret Gel ([@_icze4r](#)), was [introduced in the fall of 2014 an anti-harassment patrol](#), Relating to twitter all tweets containing threats, with or without mention #gamergate. The campaign was so effective that when anita sarkeesian [published 157 tweets threatening between 2015/01/20 and 2015/01/26, only three were identified with the hashtag #gamergate](#), ie 2 % Menacing tweets.

The Newsweek article: a dubious quantitative method

To prove that gamergate is a misogynist movement intimidating women, Carl Therrien cites a Newsweek article entitled [Is gamergate About Media Ethics gold Harassing Women? Harassment, the Data Shows](#).

Carl Therrien: *"We know now that gamergate was used massively to intimidate women. Because a Newsweek study, published Oct. 25, 2014 [...] "*

This article was strongly [criticized](#) by [jwcaine](#). A medium for user, to the point that Newsweek has updated his article:

Essentially, Caine blames Newsweek used the logarithm for BrandWatch measure the harassment and intimidation while it was programmed to measure perception **positive, neutral or negative** of a **trademark** :

"This Makes the second graph in Trying to completely Call worthless if gamergate for Assessment is Actually about harassment of women. It was Never Meant for Assessment to this information. It was Meant to for Assessment of potential matching brands to a Particular person based upon a volume of tweets and comparative analysis to the person's typical profile of Favored brands. Yes, Newsweek has used brand-maximization Service to analyze the brand of Sarkessian, Wu, Kotaku, Alexander, Grayson, Totilo, and Quinn.

They About did not use a qui system can analyze the intention of the tweets. They About did not use a qui system can examine the motivation for the reason of tweets. They About did not use a system qui can examine The fundamental mindset of Those Who are Engaging in the tweets.

They used a system qui can examine how favorable or unfavorable is a brand. Not a person. A brand . "

Besides, BrandWatch was hired only to measure a perception **positive, neutral or negative** individuals quoted in the article. In its single quote, **never the representative BrandWatch pronounces the word harassment, intimidation, threat or sexism but to**

negative perception. neutral or positive ³⁴It is the journalist who extrapolates this perception negative in harassment. Besides the English words "harassment" or the word "harass" is used six times throughout the article including once in the title³⁵

³⁴Using an algorithm that looks for positive and negative words, BrandWatch found MOST Were tweets neutral in feeling. "If our algorithm Does not Identify a tweet as positive or negative, it categorizes it as neutral, "a representative Brandwatch Told Newsweek." Data scientists Refer to thesis as tweets 'Undetermined' Because The algorithm About did not classify the statement as positive or negative Either. "

³⁵" Now you're in the camp That Thinks it's a Web-based campaign of **harassment** against women Who make, "[...] The claim gamergate That is not a campaign to **harass** women-profit advocacy for Rather better journalism-has HAD Some sweater. This claim Was used to **harass** Intel [...] The Discrepancies there sccm to suggest GamerGaters cares less about ethics and more about **harassing** women. [...] A claim qui est reinforced by the fact que la FBI HAS Reached out to the development community for solutions to the Chat online **harassment** . "

David Auerbach, computer software engineer and reporter for Slate,[abounds](#) in the same direction as Caine by calling the Newsweek article "deficient quantitative method"³⁶in addition to [questioning](#) the methodology on Twitter.

Although Newsweek is not part of the CBC used this article by repeating extrapolations Newsweek reporter on CBC waves break rule accuracy.

³⁶"Defective quantitative analysis"

Significant omission from the host and columnist

As established in the chronology, several conflicts of interest and appearances of conflicts were discovered by supporters of gamergate. The gamergate going beyond the relationship between Nathan Grayson and Zoe Quinn. No mention in the chronicle.

We try to present gamergate stalkers as a horde of men against women, while within the gamergate, there is another hashtag named [#notyourshield](#) Consisting women and visible minorities. #NotYourShield Wants to show that is not gamergate only a movement "male chauvinist and hetero-normative" (to quote Carl Therrien). No mention in the chronicle.

It would have been appropriate to highlight the Operation Disrespectful Nod when Carl Therrien quotes Article by Leigh Alexander. Mr. Therrien decided to ignore this event. Or his assumption that the journalist ethics excuse for harassing women was cutaway if the audience was informed of this fact. Because why go to all this trouble to send thousands of emails to Intel if it is only to harass women?

No mention of the legal proceedings initiated by Zoe Quinn against Eron Gjoni.

Also, Mr. Therrien tries to minimize the ethical problems despite evidence collusion of GameJournoPro list, which does not mention in his column.

Finally, as mentioned, there is failure of the sale of Eidos Square Enix in 2009

The complaint process

I also invite you to read some of the comments [issued](#) by Carl Therrien, writing on his personal Facebook page and Twitter account. I'll let you decide relevance to inform you of such writing in the complaint

For transparency, here is what I wrote to Carl Therrien on Twitter

For more details, consult the Twitter account of Carl Therrien (CarlTherrienUdM) And that of @ Mug33k

Regarding ArTV, a separate complaint will be shipped next one.

Regarding the complaint, here are the answers from Carl Therrien

On Twitter, Mr. Therrien says that his statement "it is not important the truth" irony when it is clear, at the conclusion of his column, he had no intention of accurately describe the events, since "it is not important"

Conclusion

By this complaint, I consider that Matthew Dugal and Carl Therrien violated the principles following, listed in the policy of Journalistic Standards and Practices

Accuracy Principle

"Information is **faithful to reality , in no way misleading or false** . This requires not only careful and thorough research but a chastened language and techniques Safe presentation, including visuals.

Integrity Principle

The information is **truthful , without distortion to justify a particular conclusion** . The information professionals do not take advantage of their favorable position for assert **personal ideas** .

Principle of fairness

The information **relates relevant facts , impartially reflects the views significant and treated with justice and dignity to individuals, institutions, issues and events.**

Diversity of Opinions

We must also take into account **the real or virtual importance of opinion and the weight of its defenders.** If we talk about questioning conventional wisdom, we must also **describe clearly.** The ideas, as public opinion, changing and these changes must be reflected in journalistic programming.

Balance

"A journalist can have their own opinions and biases. However, rigor Work should enable it **to overcome its biases and prejudices.** The professionalism, for a journalist, it is not so much the absence of opinion or emotions the ability to recognize and **distance themselves** , to present information **so objective.** "

While awaiting a response

Sincere greetings,

Laurence Tilmant-Rousseau
 Partisan of uninhibited gamergate
 Accounting Technician
 and above all, proud Gamer.

Application for review to the Ombudsman Mr Tilmant Laurence Rousseau On May 2, 2015

Hello Mr. Tourangeau

Following the reply of Luc Simard, I request a review of my complaint.

Not only Mr. Simard does not directly answer the disputed citations chronic, it remarks attributed to me that I never write my complaint or completely distorts what I write, without quoting me. References (page #) refer to my original complaint (OMBUDESMAN_PLAINTE_LASPHERE_20150309).

First point

Quote Luc Simard:

*"The host and his guest claim that a journalist embroiled in controversy, Mr. Nathan Grayson, did not criticize or written article on "Depression Quest." **You support the opposite.**"*

Never, ever, I have said that Nathan Grayson write about the game Quest for Depression Kotaku in the article of March 31, 2014, I always mention **Zoe Quinn**. Where exactly Mr. Simard he has read such words in my complaint? Here's what I wrote:

*"Carl Therrien: " Man [Eron Gjoni] said that he was deceived cavalierly [...] and that this woman **lying would, among other things, with a reporter in exchange for positive exposure**, [...] [on] a well-known site that publicizes video games, [the] new video games and game reviews video, [...] which has been proven to be false, non-existent, **it has not had positive visibility website** [note: Kotaku] in question, but that is not important truth. "*

*Although Carl Therrien refuses identified Eron Gjoni Nathan Grayson, Zoe Quinn and Kotaku, it is totally false and inaccurate to say that Zoe Quinn has been no positive visibility from Nathan Grayson or **Kotaku**. Moreover, it was clearly established in the timeline than ever Eron Gjoni Zoe Quinn accuses of having sold sex against criticism of positive play. Even Nathan Grayson recognizes this fact. "*

This is Carl Therrien accusing Eron Gjoni have writing in his blog that Zoe Quinn has exchanged sexual favors against the positive visibility, not me!

But I maintain that this is wrong, Eron Gjoni has never made such a statement, besides Mr. Simard never quotes Zoe Post, you can check yourself in <https://thezoepost.wordpress.com/> or use the Internet Archive tools to read the original blog content to 16 August 2014. https://web.archive.org/web/20140701000000*/https://thezoepost.wordpress.com/ (the link was supposed to be on page 4 of the complaint, but is absent)

To be clear, that the proponents of gamergate (and myself) to blame Nathan Grayson, it was to have a relationship that seems too warm (given this video dated March 22

2014 <https://www.youtube.com/watch?v=xJKEJBHhLgg>), ie maintain too much proximity Zoe Quinn at the time of publication of his article of 31 March 2014, where the point of for Zoe Quinn is predominant (especially at the end of the article). According to supporters of gamergate at time of publication, it looks to cronyism and this appearance was accentuated by the Gjoni revelations concerning the brief romantic liaison in April 2014 in Las Vegas between Quinn and Grayson.

In his story, Grayson says Zoe Quinn Password "source of information journalist "To" lover "in the space of a week before his route in April 2014, Grayson says it maintained a strictly professional relationship with Quinn. Cheesy, but possible after all, one is in the 50s, however, imagine the public perception, a journalist, eg Alain Gravel, after a shopping session in Las Vegas, has a brief relationship romantic (and sexual) with a "source" of his report, broadcast a few days earlier.

Page 50

Besides, about Quinn's visibility in the publication Kotaku, even if it is not in the original complaint, it should be noted that Patricia Hernandez, a freelance journalist for Kotaku in 2012 and 2013, write about **Zoe Quinn** four times. Following the discovery of his close friendship with Quinn Both items were updated to emphasize that Hernandez and Quinn are friends. Let's not just take the isolated work of Grayson but all in a series of articles that made Kotaku jumped the pot.

http://wiki.gamergate.me/index.php?title=Patricia_Hernandez
<http://kotaku.com/depression-quest-the-thoughtful-game-about-mental-heal-1476630988>
<http://kotaku.com/woman-puts-deus-ex-on-computer-chip-in-her-hand-1573033542>
<http://kotaku.com/5935751/im-looking-for-the-soul-in-the-binary-of-games-but-its-noisy-here>
<http://kotaku.com/5923985/look-at-these-game-developers-do-normal-people-things-like-cuddle-their-pets/>

Finally, regarding Article Rock Paper Shotgun that Mr. Simard refers (*a mere reference to "Depression Quest" in a review of dozens of games. These few words are not a criticism*) I will mention only two times in my complaint located gamergate overall context of the chronology of events. **I never write this**

Rock Paper Shotgun article is a critique. Never. (page 3 and 23) Mr. Simard remarks attributed to me that I never write.

Secondly Point

Quote Luc Simard:

" You argue that the guest is wrong when he argues that the emotional life of the designer play, Ms. Zoe Quinn, has nothing to do with the controversy. Mr. Therrien perceives a form of misogyny. You see rather an illustration of bad journalistic practices the video game industry. "

Still, when Mr. Simard will he sought this statement he attributes to me? One of my points complaint about the love life of Zoe Quinn, listed in the chronicle of Carl Therrien, the use of "spiteful pornography" (revenge porn) to qualify Zoe Post. Or as established in the complaint, I maintain that " *No photo, no video and no details of the sex life of Zoe Quinn is published except infidelities allegations.* (page 4) "AND "he was demonstrated that pictures published on 4chan August 19, 2014 [NOTE: August 22 initially in writing the complaint] were those where Zoe Quinn posed as a nude model for erotic websites of [BrokenDollz and Deviant Nation] rather risqué photos taken in private " (page 26). It should also emphasize the misuse of the term Pornography spiteful by Zoe Quinn itself (page 14).

Yet in the complaint, I emphasize and clearly cite that, Mr. Simard completely ignores this element of my complaint, worse, he made a crude interpretation.

In my use of the term "spiteful pornography" violates the principle of accuracy and Integrity has the effect of fooling the public.

Third point

Quote Luc Simard

" The guest bases his opinion on a study, published in Newsweek, which reveals the imbalance

*"Tweets" published in the "gamergate" in a proportion of 14 against 1, they are against the designer of the game (Quinn) rather than against the journalist suspected of laxity ethical (Mr. Grayson). You feel that **the calculation method** is reported in Newsweek invalid and you cite sources in support of your claim. **But these sources do we appear not deny the substance of the article** and we believe that Mr. Therrien could proud to Newsweek. Accordingly, we believe it was right **totalk about misogyny** . "*

Again, Mr. Simard distort my words. Here's what I wrote

"Carl Therrien:" *We know now that gamergate was used massively to intimidate women. Because a Newsweek study, published Oct. 25, 2014 [...]* "

Page 51

*Essentially, Caine blames Newsweek used the logarithm of BrandWatch to measure harassment and intimidation while it was programmed to measure the positive perception, neutral or negative of a **trademark** .*

Besides, BrandWatch was hired only to measure a positive perception, neutral or negative individuals quoted in the article. In its citation only, never the representative BrandWatch pronounces the word harassment, intimidation, threat or sexism but to negative perception. neutral or positive, it is the journalist who extrapolates this negative perception harassment. Besides the English words "harassment" or the word "harass" is used six times in whole article including once in the title "(page 27-28)"

Therefore, the designated persons (Quinn, Sarkeesian, Grayson, etc.) are measured according to the tweets perception towards them as a trademark as Pepsi, Apple, Sony, etc. This is not because I have a negative perception of a person I'll necessarily harass or threaten her.

So this is not in itself BrandWatch marketing research method I criticize is the conclusion and interpretation of Newsweek journalist and that of Carl Therrien. I maintain that the Newsweek article was never proved that "gamergate was massively used to intimidate Women "is a baseless assertion Carl Therrien citing one source to hurry to look better on the air before the audience.

Finally, contrary to what Mr. Simard, during the segment about the article Newsweek, Mr. Therrien talks about bullying, he does not mention the word "misogyny".

Fourth Point

Quote Luc Simard:

In the second part of the interview, Mr. Therrien explains how misogyny has come to don the mantle of journalistic ethics. This seems to have piqued you. The About the guest and host are however not free: M. Dugal recalls, among other threats death initiated against some actresses of "gamergate"

It is the intention of fallencieux trial of Carl Therrien with Gerstmann affair is problematic and that is clear in my complaint.

In his response, Mr. Simard completely ignores the failure of the sale of Eidos in 2009 when Carl Therrien made a trial of intent to gamergate. For according to the logic of Carl Therrien, if ethics was important to the gamergate would have had in 2012, supporters of Gamergate organize a protest campaign against Square Enix, a Japanese company, against its European subsidiary, purchased, restructured and renamed Square Enix Europe in 2009, for élèvements who produce in 2007. This makes no sense or any direct relation Gamergate!

While I can appreciate the attempt Carl Therrien discredit the importance of ethics in gamergate, the fact remains that Mr. Therrien minimizes the growing importance of ethics in the "gamers" in general, not just for fans of gamergate (page20-21-22). In fact, even you, Mr. Tourangeau in 2013 as Ombudsman CBC, you are interested in the question of ethics in the gaming press by linking a

Julian Acosta text: techno criticism of ethics: a journalist responds to his critics (page 22)
<http://www.ombudsman.cbc.radio-canada.ca/fr/blogue/2013/ethique-de-la-critique-techno-un-journalist-meets-a-detractors-his/>

Also, Mr. Simard completely ignores the fact that when Mr. Dugal refers to death threat against Anita Sarkeesian in October 2014, no mention of gamergate is not listed nor to journalistic ethics. Even the university spokesman implicated doubt the link with gamergate (Page 17). Yet, the subject of chronic gamergate is, why do we mention it, except that to make gamergate supporters responsible for this threat? Note that this was not the Anita Sarkeesian first received this type of threat, well before the gamergate.

Page 52

If transmission Sphere ran out of time, you have said that Mr. Therrien spent close see the third-quarter of his chronicle (3-4 minutes), Gerstmann summarize the case, which held in 2007. In addition, a 13-minute segment in addition was put online after the broadcast of the issue on the FM band.

I'm not satisfied with the explanation on the use of the terms "Théorie du complotistes" and "Misogynist" on Facebook by Mr. Dugal. Although it does not include a particular individual, I considers that the remarks violated the principle of integrity, impartiality and goes against a decision taken by the Ombudsman in 2013 <http://www.ombudsman.cbc.radio-canada.ca/fr/revision-des-complaintes/2013/media-social-facebook-na-nothing-to-private-not-more-than-the-reviews-that-is-y-fait-Saguenay-Lac-St-jean/>. As established in the complaint, the gamergate supporters have in the past been the subject of accusation to support conspiracy theories concerning the journalistic collusion before the unveiling of GameJournPros group (page 9)

If Mr. Dugal apologizes for using the term denial to me, it never contacted me to do it.

Regarding the context of the show for the Women's Day, it does not change to inaccurate about Mr. Carl Therrien. Also, if the subject was sexism in the gamergate why Mr. Therrien did not mention the #notyourshield movement Constitute Women and visible minorities supporting the gamergate? Why did he not mention patrol anti-harassment to get rid of toxic elements on twitter? (Page 27) Why does not mention the obvious lack of gamergate hashtag in tweets negatives presented at the end January 2015 by Anita Sarkeesian, hashtag tweets present in only 3 of 157 (page 27)

Through its factual errors, omissions, indirectly accusing me of "troll gateaux" on facebook for writing a complaint to you (page 31) and tinted chronicle of a plan to trial with its interpretation of Gerstmann case, I maintain that Carl Therrien does not act as impartial expert video games by analyzing the gamergate but as an opponent of gamergate movement. For this reason, I consider that the principle of balance, diversity of opinions impartiality e identification of guests and commentators was violated by the issuance and Sphere Matthieu Dugal, given your past decisions of a report and Infoman Regards second in 2014, with a pro-Palestinian advocate as an expert in the Middle East: <http://www.ombudsman.cbc.radio-canada.ca/fr/revision-des-plaintes/2014/infoman-a-gaza-but-what-the-hell-was-he-do-in-this-galley-Infoman/>
<http://www.ombudsman.cbc.radio-canada.ca/fr/revision-des-plaintes/2014/invites-et-commentateurs-clearly-identify-the-point-of-view-private-second-look/>

For all these reasons, I ask for a review of my complaint.

Also note that after 25 days, exceeding the suggested limit of 20 days, not only I am appalled by the lack of accuracy of Mr. Simard response regarding About **specifically** charged and quoted in my complaint. But in addition, he has the nerve to say that summarizes my comments "trying not to betray the essence" when he attributes to me affirmations I did not write!

I remain prepared to answer all questions and clarifications from you or from the direction of Radio-Canada. Also, I would like to know if it is possible to produce such a review in English thereof, since the movement is largely gamergate English.
<http://www.ombudsman.cbc.radio-canada.ca/fr/revision-des-plaintes/2014/liberte-de-presse-le-droit->

[to-choose-the-subject-the-corner-and-the-content-here-radio-canada-ca /](#)

Good weekend and good reading

Laurence Tilmant-Rousseau